What Is Claimed Is:

1.   A data delivery system for family game machine comprising:

a server including:

storage means for storing various types of data and transmits prescribed data from the server to a family game machine via a network;

delivery authorization determination means for determining whether or not the family game machine is authorized to receive data delivery when a request for data delivery is received from said family game machine; and

data delivery means for transmitting data to said family game machine based on an instruction from the delivery authorization determination means.

2.   The data delivery system according to claim 1, wherein the determination performed by said delivery authorization determination means regarding whether or not data delivery is authorized is performed based on an ID number received from said family game machine, and said ID number is an ID number unique to a readable recording medium that stores data necessary for communication between said family game machine and said server.

3.   The data delivery system according to claim 2, wherein the determination performed by said delivery authorization determination means regarding whether or not

16

data delivery is authorized is performed based on both said ID
number unique to the readable recording medium and an ID
number unique to the family game machine, which are received
from said family game machine.

4.   The data delivery system according to claim 1,
wherein the data delivered from said server is information
pertaining to game characters appearing in a game.

5.   The data delivery system according to claim 4,
wherein the data storage unit stores information relating to a
performance of each player character which fluctuates based on
daily game results for the corresponding real player.

6. The data delivery system according to claim 5, wherein
said information stored in the data storage unit is updated on
a daily basis according to daily game result.

7.   The data delivery system according to claim 4,
wherein said game is a match-style game, the game characters
appearing therein are simulations of real athletes and the
data delivered from said server pertains to game results for
these real athletes.

8.   The data delivery system according to claim 1,
wherein when a data delivery request is received from said
family game machine, said delivery authorization determination
means of the server stores the date and time of the first

17

access and authorizes data delivery for only a prescribed period of time.

9. A data delivery method that delivers data from a server that stores various types of data to a family game machine connected thereto via a network, the method comprising the steps of:

receiving a data delivery request from a family game machine;

determining whether or not said family game machine is authorized to receive data delivery; and

delivering the data to said family game machine if the family game machine is authorized to receive the data delivery.